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master list or the local list, wherein if the requested item is requested from the master list the requested item is stored on the WAN, the requested item is transferred to the local cache, and immediately performed locally in response to the request.

Sub C-1

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11. (Twice Amended) A network entertainment unit comprising:
a local area network (LAN) interface through which the network entertainment unit may communicate with similar network entertainment units in a venue;
a wide area network (WAN) interface through which the network entertainment unit may communicate with a central management resource remote from the venue;
a user interface, comprising at least one graphical user interface (GUI);
a local memory device that stores entertainment content;
a local memory cache;
a peripheral interface; and
a user input device, wherein a user, through the user input device and the user interface, views a master list of entertainment content items stored on the WAN, and requests an item from the master list, wherein the requested item is transferred to the local memory cache and immediately performed locally in response to the request, wherein it is not required that the selected item is among the entertainment content stored on the local memory device.

Sub C-1

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16. (Twice Amended) A method for electronic entertainment, comprising:
at an entertainment unit in a venue coupled to a local area network (LAN) and a wide area network (WAN), receiving a request for an item of entertainment content from a user, wherein the request includes a selection from a list of entertainment content, the list including a master list of entertainment content stored in at least one location on a network and a list of local content stored on a memory device on the entertainment unit, the local content grouped according to a common characteristic;

supplying the requested entertainment content to the user from the memory device on the entertainment unit, or if the requested entertainment content is not available on the memory device of the entertainment unit;

transmitting the request via the LAN to a different entertainment unit in the venue;

supplying the requested entertainment content to the user from a memory device on the different entertainment unit, or if the requested entertainment content is not available on the memory device of the different entertainment unit;

transmitting the request via the WAN to a central management resource remote from the venue;

supplying the requested entertainment content to the user from a memory device on the central management resource, wherein the entertainment content comprises music and electronic games;

receiving the requested entertainment content at the entertainment unit in the venue;

storing the requested entertainment content in a local cache, the local cache being distinct from the memory device of the entertainment unit; and

presenting the entertainment content to the user immediately upon successful delivery to the entertainment unit.

26. (Amended) A method of content distribution in a content distribution system for electronic entertainment devices on a network, the method comprising:

storing entertainment content and information regarding the entertainment content in distributed locations on the network;

displaying a master list on an entertainment device on the network, wherein the master list includes information regarding the entertainment content on the network and the entertainment content stored locally on the entertainment device;

receiving a user selection of entertainment content located on the network selected from the master list;

locating the requested content on the network, wherein the requested content is stored in one or more locations comprising a central storage unit and a local storage unit in one or more different entertainment devices;

transferring the requested content to the entertainment device; and

performing the requested content immediately on the entertainment device upon successful transfer of the electronic content.

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27. (Amended) The method of claim 26, wherein transferring includes:
storing the requested content in the local cache.

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29. (Amended) A content distribution system for electronic entertainment devices on a network, comprising:

a central resource coupled to the network, including a central storage unit, wherein the central storage unit stores entertainment content and a master list of entertainment content available on the network;

at least one electronic entertainment device coupled to the network, including a local storage unit, a local cache, and a user interface, wherein a user views a local list of entertainment content stored on the entertainment device with the user interface and the master list of entertainment available on the network with the user interface and selects entertainment content, and wherein in response to the selection,

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the at least one electronic entertainment device determines whether the selected entertainment content is stored in the local storage unit;

if the selected entertainment content is stored in the local storage unit of the entertainment device, the selected entertainment content is performed on the electronic entertainment device from the local storage unit; and

if the selected entertainment content is not stored in the local storage unit, the selected entertainment content is requested over the network, transferred to the local cache on the entertainment device, and performed on the electronic entertainment device immediately after being received.

30. (Amended) The content distribution system of claim 29, wherein the entertainment content stored in the local storage unit is grouped by a common characteristic.